

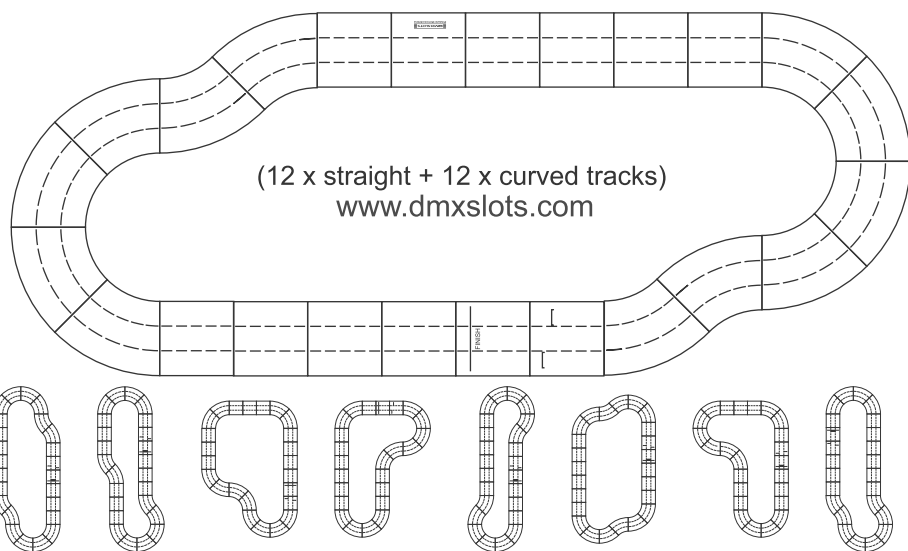


diagram 4

FREQUENTLY ASK QUESTIONS (FAQ):

Q: When my car drifts excessively on the curves of the raceway, it becomes too easy to execute a 180-degree turn!

A: The issue arises due to dust accumulation on the track surface, which then sticks to the tire surface. This reduced tire grip leads to excessive drifting during curves. To address this problem, ensure that both the track surface and the tire surface are thoroughly cleaned to restore optimal traction."

Q: Why can't the last piece of track attach to each other when creating my own style of raceway?

A: The track model was designed in a balanced format, with square shapes for the straight sections and 45-degree curves. To ensure that the last pieces of track attach to each other, use identical pieces of straight and curved track on both the left and right sides. This will allow them to lock together seamlessly. Refer to diagram 4 for visual guidance."

Q: How can I differentiate between the G3 and G4 car sets when they appear similar?"

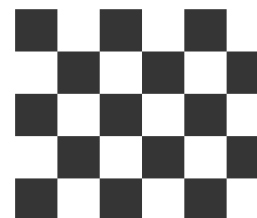
A: It's quite simple. Only the G3 car set is equipped with a reverse button that allows the car to move backward. For visual reference, please consult diagram 2.

Q: Which model of car set supports the lap counting option?

A: Only the G3 car set can support the lap counter option. To simplify, the handheld controller with the reverse button is the one compatible with the lap counting device.

Q: Why can my car set move forward but cannot change lanes?

A: Most likely, if your car set is unable to move forward or change lanes, the issue may be due to a depleted battery. To resolve this, simply replace the battery with a new one, and your car should resume normal operation.



Instruction Manual

PIM : 244CS

WELCOME

Welcome to Dynamic Motion eXpress (DMX). The innovative slot car racing system (SLOTS) that takes racing to a whole new level (DMXSLOTS)! If you got questions or need assistance? Visit our official website at "www.dmxslots.com" and head to the "Contact Us" section. We're here to make your DMXSLOTS experience unforgettable!



PRECAUTION

WARNING : CHOKING HAZARD - small parts. Not for children under 3 years.

DO NOT mix different brands of batteries.

DO NOT mix new and used batteries.

DO NOT mix alkaline, standard (Carbon-Zinc) or rechargeable (Ni-Cd) batteries.

This product is designed to use standard AAA batteries.



SAFETY INSTRUCTION

Batteries must be inserted with the correct polarities as shown in the battery compartments.

Exhausted batteries should be removed from the vehicle and disposed of properly.

DO NOT dispose in fire as batteries may leak or explode.

The supply terminals are not to be short-circuited.

Batteries should be replaced by an adult.

Non-rechargeable batteries are not to be recharged.

All materials for fastening or packing purposes are not part of the toy and should be discarded for children's safety.

Please keep this package for future reference as it contains important information.

Colors and content may vary.

Rechargeable batteries are only to be charged under adult supervision.



INSTRUCTION MANUAL:

- This manual provides basic information on operating the dmxslots racing set. We continuously improve this document by posting the latest version on our website under the "download" section.
- Feel free to share your product suggestions with us through the "contact us" section on our official website: www.dmxslots.com.

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TRADEMARKS

DMXSLOTS is registered trademark of Wing Dynasty Limited.

All other brand names, logos and trademarks mentioned in this guide are property of their respective owners.

INSTRUCTIONAL ICONS

 Warning : situations that could cause injury to yourself or others.

 Caution : situation that could cause damage to your device or other equipment.

 Note : notes, usage tips, or additional information.

 **WARNING!** This product is not suitable for children under 3 years of age because of small parts which can present a choking hazard. Some components have functional sharp points and edges - handle with care. The use of such products needs to be constantly supervised by the parents.

 **WARNING!** This product contains magnetic components. Magnets attracting each other or a metallic object inside the human body may cause serious or fatal injuries. Seek medical attention immediately if magnets are swallowed or inhaled.

 **WARNING!** This product is intended for indoor use only. It is not suitable for outdoor operation or operate in wet locations! Keep away from liquids and dusty environments.

- Regularly inspect the track, car, tires, and housing for damage! Replace any defective parts to maintain optimal performance and prevent unexpected injury risks.
- Before cleaning any part, remove the battery. Use only a damp cloth for cleaning. Do not use solvents or chemicals.
- When not in use, store the track in a dry and dust-protected location, preferably in the original cardboard box.
- Do not operate race track at "face" or "eye" level to avoid the risk of injury in case cars leave the track.

LEGAL INFORMATION:

- All brand names, trademarks, and logos belong to their respective owners.
- DMXSLOTS racing systems are a patented invention by Wing Dynasty Limited.
- DMXSLOTS operates using AAA batteries. Make sure to use standard AAA batteries for both the handheld controller and the car set. For official competitions, we recommend using new batteries to achieve optimal performance from both the controller and the car set.

How to assemble and disassemble DMXSLOTS track?

The DMXSLOTS track is designed for easy construction by users, allowing you to create your own exciting raceway. You can add track modules (such as straight and curved tracks) to enhance the fun of the game. The 3rd generation (G3) introduces a digital system operating at 2.4GHz. This system provides (a) Stable frequency for precise control; (b) Quick response time during game play; (c) Extended range compared to the G2 Infrared system. In an open area, the suggested length of a raceway of G3 is approximately 5 meters (about 16 feet) radius.

Refer to diagram 3 below for easy understanding:

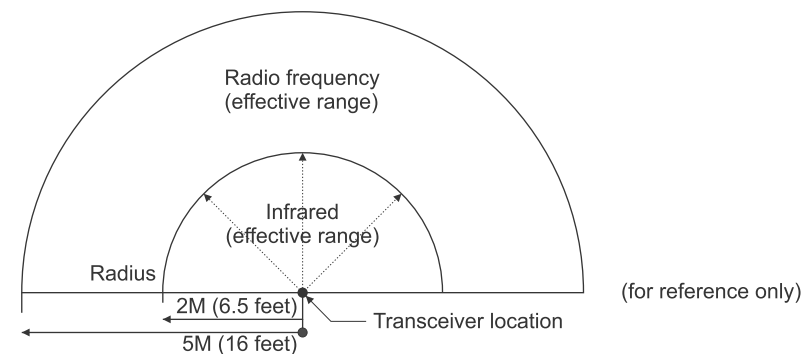


diagram 3

The 2 or 4 cars package comes with 12 straight track modules and 12 curved track modules. They can be assembly or disassembly according to below diagrams.

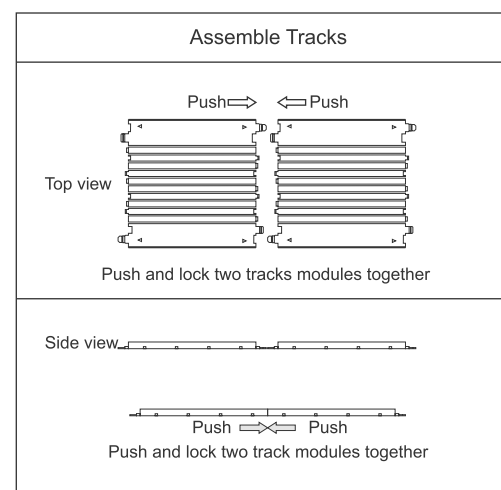


diagram 3a

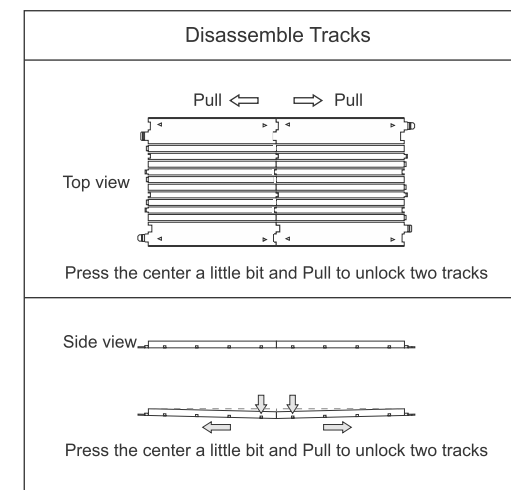


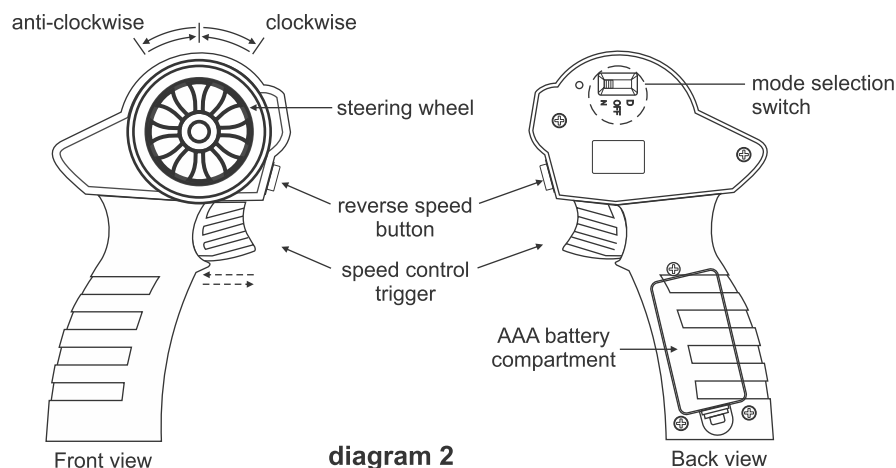
diagram 3b

OPERATION INSTRUCTIONS

Handheld controller

(1) Unscrew the battery cover using a Phillips screwdriver to open it. (2) Insert 2 AAA batteries into the battery compartment, paying attention to the correct polarities as shown inside. (3) Securely put back the battery compartment cover and tighten it with a screwdriver. (4) Check to ensure that the vehicle is turned on. (5) Now you can control the vehicle using the handheld controller.

There is a steering wheel on the handheld controller (diagram 2), you can turn it to clockwise or anti-clockwise to control the car to change lanes to the left or right.



Steering Wheel:

The handheld controller has a steering wheel (see diagram 2). You can use it to shift your car from one slot to another (left or right) for lane changes.

Reverse Button:

Press this button to make the car move backward. You might need this in the following situations:

- a) Car Jams - When cars are stuck and stopped on the track.
- b) Drifting Turns - During a turn, if your car drifts too much and ends up facing the wrong direction (here's a trick: hold the reverse button and turn the steering wheel simultaneously to perform a 180-degree turn—it takes practice!).
- c) Emergency Stops - When you need to stop the car suddenly.

In summary, mastering these controls adds skill and strategy to your racing experience!

READ ME FIRST

For all first-time racers, here are some essential tips to consider before you begin racing!

1) How to control the speed level to maximize the performance of the car:

- i. Turn on the car's power and place it on the track.
- ii. Switch the handheld controller from "OFF" to either "D" (day mode) or "N" (night mode).
- iii. Remember to switch it back to "OFF" when you're done playing.

The "trigger" on the handheld controller adjusts the car's speed progressively, from low to high power (top speed = booster level). When you activate the top speed, the car's headlights start blinking (whether you're in day mode or night mode). However, there's a "30-second" time limit for the booster. Once those 30 seconds are up, the headlights stop blinking, and the speed drops from the top booster level to a lower speed for "8 seconds" (So, deciding when to use the top speed becomes a strategic choice for racers). After those 8 seconds speed level freeze, the speed can go back to full booster speed.

Before going full speed, try running the car at a lower speed for a few minutes.
Tip: Once you're comfortable with the trigger and different speed levels, unleash the top booster! Use it strategically to pass other racers or block them from overtaking. In summary, DMXSLOTS combines speed and strategy!

2) Mastering Lane Changes for Passing and Overtaking Other Racers.

Steering Wheel:

The handheld controller has a steering wheel that turns the car left or right. It also has stoppers on both sides. When you turn the wheel, it automatically centers itself when you release it.

Mastering Lane Changes:

Improve your skills for smoothly transitioning between lanes.

- a) **Slot-by-Slot Move:** Turn the steering wheel to reach the stopper and quickly release it. The car will move from one slot to another. This works for both left and right shifts.
- b) **Move Several Slots at Once:** Turn the steering wheel to the stopper position and hold it there. The car will move across multiple slots (left or right). Release the steering wheel when your car reaches the last slot on either side. If the car in front tries to block your passing move, you can switch to the opposite side. Remember, when your car reaches the last slot on either side, release the steering wheel and let it return to the center position. **If you keep turning the steering wheel beyond the last slot, it can cause unnecessary friction between the pin and the track surface. Additionally, the turning base gear may get damaged in such a situation.** This unique feature allows you to pass and overtake other racers with precise control. In summary, DMXSLOTS combines speed and strategy, taking the classic slot car game to a whole new level!

Use the dmxs slots car exclusively on the designated dmxs slots track. **Operating the car on any other surface may cause damage to the dmxs slots car.** When placing the car on the track, ensure that the car's "pin" (diagram 1b) is securely inserted into the slot.

OPERATING INSTRUCTION

Vehicle

(1) Unscrew the battery compartment cover with a Phillips screwdriver to expose the battery box (diagram 1a). (2) Install 2-AAA batteries with correct polarities as shown inside the battery compartment. (3) Put the battery compartment cover back and secure it with a Phillips screwdriver. (4) Turn power switch ON to start the vehicle.

Features of DMXSLOTS cars

DMXSLOTS cars have a patented rotating mechanism underneath each car with four pins that retract and protrude as the driver commands the car to move left or right. The car disengages its pin with one lane's slot, move to one side or the other, and reinserts a pin in the new lane's slot. A detail diagram (diagram 1, 1b) highlights all built-in features of the car.

Car Operation:

- Only use the cars when they are fully assembled.
- Do not open the inside cover of the car or the handheld controller housing.
- Adults should handle the assembly process.

Features:

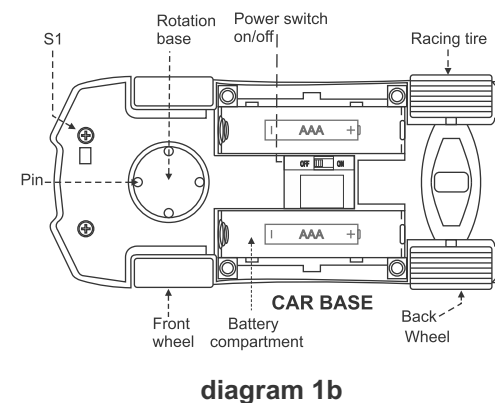
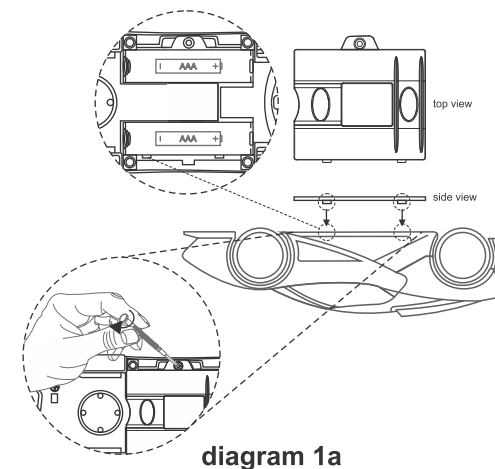
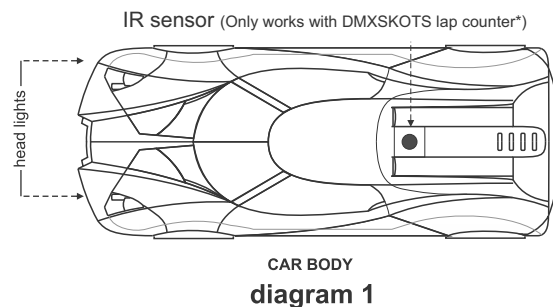
There are switches, buttons and key components you should pay attention to.

“ON/OFF” switch - turns the car's power on and off

Racing tires - a consumable parts that need extra care and attention (please read page 8, RFQ section)

Rotation base - key component that need extra care and maintenance (please read page 8, RFQ section)

Car id - In this package set, the default car ID is already set and printed on both the car and handheld controller (usually as 1, 2, and/or 3, 4).



Note:

When you get a 2 cars or 4 cars package set, it's already set up for car ID as 1, 2, and/or 3, 4 (depending on what's in the package). The car ID number is already printed on the bottom of both the car set and the remote controller. If you want more cars to race together, you can buy additional car sets. In a race, you can use up to 15 cars' ID, which means a total of 15 cars can race at once. You can purchase extra car sets from our online store at "www.dmxslots.com". Also, we offer a lap counter set as an option in our online store—check it out for more details!

The signal transmission is sensitive, so please set up your raceway in an obstacle-free area.

PRECAUTION ! DMXSLOTS CARS ARE DESIGNED TO BE USED ON DMXSLOTS' TRACKS ONLY!

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- ☐ Reorient or relocate the receiving antenna.
- ☐ Increase the separation between the equipment and receiver.
- ☐ Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- ☐ Consult the dealer or an experienced radio/TV technician for help.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.